

Chapter 1: Computer—Hardware Components

A. Fill in the blanks.

1.	is a machine that can perform a variety of operations in accordance with a set of
	instructions called
2.	Monitor, keyboard and hard disk are physical components and thus, are
3.	Disk Operating System (DOS), Windows, Oracle and Tally are all
4.	The hardware parts that are installed within the CPU cabinet are called
5.	Sound cards are also known as .

B. State whether the following statements are True or False.

- 1. Computer works with an interaction of hardware and software.
- 2. Software refers to any physical component of a computer.
- 3. Hardware refers to the programs, which are required to operate the computer.
- 4. Motherboard, CPU, RAM, ROM and sound card are some examples of external hardware.
- 5. Read Only Memory (ROM) is used to store data and instructions during the execution of programs.

C. Match the columns.

Column A

- 1. Motherboard
- 2. Oracle
- 3. Optomechanical mouse
- 4. Projector
- 5. Digital versatile disk

D. Explain the following.

- 1. Motherboard
- 2. Video Card
- 3. Disk Drive
- 4. Switched Mode Power Supply
- 5. Digital Versatile Disk

E. Answer the following questions.

- 1. Write a note on MODEM.
- 2. What are ports? What are the different characteristics of ports?
- 3. What are the types of keys on a keyboard?
- 4. What is a scanner? What are the different types of scanners?
- 5. Discuss the different types of printers.

Column B

- (a) External hardware
- (b) Internal hardware
- (c) Software
- (d) Storage device
- (e) Output device

- A. 1. Computer, program
 - 2. hardware
 - 3. software
 - 4. internal hardware
 - 5. audio adapters
- **B.** 1. True
- 2. False
- 3. False
- 4. False
- 5. False

- **C.** 1. (b)
- 2. (c)
- 3. (a)
- 4. (e)
- 5. (d)
- **D.** 1. A motherboard is a sheet of plastic that holds all the circuitry to connect various components of a computer system. It is one of the most essential parts of a computer system. It holds together many crucial components of a computer, including the Central Processing Unit (CPU), memory and connectors for input and output devices. In addition to circuits, motherboard contains a number of sockets and slots to connect other components. All the activities related to the connected devices start and end in the motherboard.
 - 2. A video card is also known as a graphics card. It is an expansion card connected to a motherboard that is used to generate the video output on a screen such as monitor and television. It enhances the quality of the displayed images, and contains its own processing and memory unit.
 - 3. A disk drive enables the users to read, write, delete and modify data on a storage disk. It manages the input/output operations of the disk. It can be either external or inbuilt component of a disk. The most common type of disk drive is a hard drive, but several other types of disk drives exist as well. Some examples include removable storage devices, floppy drives and optical drives.
 - 4. Switched Mode Power Supply (SMPS) is essential for safe running of power-consuming appliances. Switching power supplies have high efficiency and are widely used in a variety of electronic equipments, including computers and other sensitive equipments requiring stable and efficient power supply. It also contains inbuilt fans to release excessive heat generated during the computer use.
 - 5. Digital versatile disk (DVD) is also called digital video disk. It is very similar to a CD but can store much more data. It is an optical disk storage device used for recording movies with high video and sound quality. Data can be recorded on a DVD on one or both sides. Its capacity ranges from 4.7 to 8.5 GB.
- E. 1. The term MODEM is formed by combining the words MO-dulation and DEM-odulation. MODEM is a data communication equipment that translates the digital signals used by a computer into analog signals of the kind that travel by conventional telephone lines. The process of translating digital signals into analog signals is called modulation. A MODEM also converts the analog signals into digital signals at the receiving end of a computing device. The process which translates analog signals into digital signals is called demodulation.

The basic function of a MODEM is to enable communication between various computers on a network (mainly Internet).

There are mainly two types of MODEM: internal and external.

- An internal MODEM is a card that is installed into a slot within the CPU case of a computer. Internal modem is powered by the power supply of a computer.
- An external MODEM is a box-shaped device that is connected to the serial port of a computer. It is so called as it is placed outside the computer. The external modem is powered by an external power adapter, connected to an electrical outlet.
- 2. A computer port is a connection between a computer and an external or internal device. Internal ports may connect devices such as hard drives and CD ROM or DVD drives. External ports may connect modems, printers, mouse and other devices.

A port has the following characteristics.

- External devices are connected to a computer using cables and ports.
- Ports are slots on the motherboard into which the cable of an external device is plugged in.

Computer ports have numerous functions and connectors of varying designs.

- 3. A keyboard consists of five types of keys.
 - Typing keys: They consist of alphabet keys (A–Z), number keys (0–9), punctuation keys (?, >, <, etc.) and special symbols keys (&, #, etc.). These keys also include Caps Lock, Shift, Backspace, Enter, Spacebar and Tab keys.
 - Control keys: They can either be used alone or in combination with other keys to perform an action. Ctrl, Alt and Esc are some control keys.
 - Function keys: There are 12 keys that are present at the top row of the keyboard and are used to perform specific tasks. F1, F2, F3, F4, F5, F6, F7, F8, F9, F10, F11 and F12 are the function keys.
 - Navigation keys: They are used to move through the document. Home, Insert, End and Arrow keys are the navigation keys.
 - Numeric keypad: It is placed at the right side of the keyboard. It consists of number key 0–9, arithmetic operators and the decimal point.
- 4. A scanner reads text, photographs or graphics from paper, which are then converted into bit patterns for processing, storage and output. Scanners are widely used for desktop publishing (DTP) and graphics applications. Generally there are three types of scanners: drum scanner, handheld scanner and flatbed scanner.
 - Drum Scanner: A drum scanner is the one which uses a photomultiplier tube (PMT) to scan
 images. Photomultiplier tubes are vacuum tubes which are extremely sensitive to light.
 In drum scanners, the image is mounted on a glass tube. When the beam of light moves
 across the image, its reflection is picked up by the PMT and processed. Drum scanners are
 known for their high resolution and are used in the publishing industry. If they are not as
 popular, it is because of their cost and large size.
 - Handheld Scanner: A handheld scanner is a small manual scanning device which is moved
 over the object that needs to be scanned. In a handheld scanner, you have to drag the
 scanner over the document that is to be scanned. Even a slight movement of the hand can
 lead to distortion of the image. One of the most-utilised handheld scanner is the barcode
 scanner, typically used in shopping stores to valuate goods.
 - Flatbed Scanner: A flatbed scanner derives its name from the fact that its glass plane or bed, where the object to be scanned is placed, is fl at. A flatbed scanner is made up of a glass pane and a moving optical CIS or CCD array. The image, the one that is to be scanned, is placed on the glass pane. The sensor and source of light move across the glass pane to

scan the document and produce its digital copy. It is a popular desktop scanner. It is used in homes, schools and offices.

- 5. A printer is an output device that allows us to print our work on paper. There are mainly three types of printers on the basis of print method or print technology which are very popular nowadays.
 - Dot Matrix Printer: A dot matrix printer works like a typewriter. The printer head strikes the paper and the ink ribbon to print characters. It is also called the impact printer. This printer is slow and noisy but economical, reliable and durable.
 - Inkjet Printer: Inkjet printer is also called a non-impact printer because there is no contact
 between the printer head and the paper. Printing is done line by line by spraying ink on a
 sheet of paper. These printers are much faster than the dot matrix printers. They are more
 expensive and consume more ink. Ink cartridges are used in inkjet printers.
 - Laser Printer: Laser printer is a non-impact printer that uses laser beams to print on paper. These printers are much faster than inkjet printers and the print quality is much superior. However, they are expensive and are mainly used in places where fine quality printing is required.

Chapter 2: Number System

A. Fill in the blanks.

1.	Decimal number system is the most commonly used
2.	The positional value of each digit increases as we move from
3.	The language understood by a computer is the language.
4.	The base of octal number system is
5.	The system consists of 16 digits and has a base of 16

B. State whether the following statements are True or False.

- 1. The rightmost digit of a number is called the most significant digit.
- 2. The binary number system consists of two digits, i.e., 0 and 1.
- 3. Some examples of octal number system are 57A and 45D.
- 4. Binary addition is not similar to addition of decimal numbers.
- 5. In Binary addition, if the sum of two numbers exceeds 1, a carryover is generated.

C. Match the columns.

	Column A		Column B
1.	Binary Number System	(a)	(25) ₁₀
2.	Octal Number System	(b)	(4D2) ₁₆
3.	Hexadecimal Number System	(c)	(345) ₈
4.	Decimal Number System	(d)	(11001) ₂

D. Explain the following.

- 1. Decimal Number System
- 2. Binary Number System
- 3. Octal Number System
- 4. Hexadecimal Number System

E. Answer the following questions.

- 1. Write the steps to convert Decimal Number System into Binary Number System.
- 2. Write the steps to convert Binary Number System into Decimal Number System.
- 3. Write the steps to convert Octal Number System into Decimal Number System.
- 4. Write the steps to convert Hexadecimal Number System into Decimal Number System.

A.	1. number systen	n	2. right to left		3. binary
	4. eight		5. hexadecimal nun	nber	
B.	1. False	2. True	3. False	4. False	5. True

3. (b)

4. (a)

- D. 1. Decimal Number System: Decimal number system is the most commonly used number system. For example, to know the number of student in your school, you simply count the students one by one. The number system used here is the decimal number system. The decimal number system consists of 10 digits. So, the base of the decimal number system is 10. It consists of digits from 0 to 9, for example, 82, –256 and –567. Any quantity greater than 9 is represented by a contribution of two or more digits.
 - 2. Binary Number System: The binary number system consists of two digits, i.e., 0 and 1. Hence, the base of binary number system is 2. The language understood by a computer is the binary language. Therefore, the instructions given to a computer are converted into the binary language.
 - 3. Octal Number System: The octal number system consists of 8 digits, i.e., 0 to 7. Hence, the base of octal number system is 8. Some examples of octal number system are 527 and 45.
 - 4. Hexadecimal Number System: The hexadecimal number system consists of 16 digits, i.e., 0 to 9 digits and letters A to F, where 10 represents A, 11 represents B, 12 represents C, 13 represents D, 14 represents E and 15 represents F. Thus, the base of hexadecimal number system is 16. Some examples of hexadecimal number system are 54A, 64A and 4D2.
- **E.** 1. Follow these steps to convert decimal number system to binary number system.
 - Step 1: Divide the given number by 2.

2. (c)

C. 1. (d)

- Step 2: Write down the remainder and divide the quotient again by 2. The steps are repeated till the quotient becomes zero.
- 2. Follow these steps to convert binary number system to decimal number system.
 - Step 1: Multiply each digit with its positional value, which is in terms of powers of 2, starting from the extreme right digit.
 - Step 2: Increase the power one by one, keeping the base fixed at 2.
 - Step 3: Add all the products to get the decimal number.
- 3. Follow these steps to convert octal number system to decimal number system.
 - Step 1: Multiply each digit with its positional value, which is in terms of power of 8, starting from the extreme right digit.
 - Step 2: Increase the power one by one, keeping the base fixed at 8.
 - Step 3: Add all the products to get the decimal number.
- 4. Follow these steps to convert hexadecimal number system to decimal number system.
 - Step 1: Multiply each digit with its positional value, which is in terms of power of 16, starting from the extreme right digit.
 - Step 2: Increase the power one by one, keeping the base fixed at 16.
 - Step 3: Add all the products to get the decimal number.

Chapter 3: Computer Virus

A.

B.

C.

D.

E.

4. How does a computer gets affected by virus?5. What is the impact of a virus on a computer?

Fill	in the blanks.							
1.	. A is a computer program that attacks a computer.							
2.	A appears in different forms.							
3.	A is designed to change	the location of the infecte	d file	·.				
4.	programs check the files on	your computer to dete	ct th	e viruses and als				
	remove them.							
5.	A virus cannot infect computer	It can only infect com	pute	r				
Sta	ate whether the following statements are Tr	ue or False.						
1.	A hard disk or hard drive consists of smaller		s.					
2.	Malware is made up of two words: maliciou	s and software.						
3.	Spyware is not difficult to detect.							
	Virus cannot infect files which are written or	•						
5.	When you insert a CD or a pen drive in your	system, always scan it be	fore	opening.				
Ma	atch the columns.							
	Column A	Column B						
1.	Boot Sector Viruses	(a) Sunday						
2.	Trojan Horse	(b) Michelangelo						
3.	. 3	(c) Marburg						
4.		(d) Backdoor						
5.	Polymorphic Virus	(e) Stone virus						
Ch	oose the correct answer.							
1.	Which of the following does the word Virus							
	(a) Vital Information Resources Under Seiz	re e						
	(b) Vital Information Rescue Under Seize							
	(c) Vital Informal Resources Under Seize	•						
2	(d) Visual Information Resources Under Se							
2.	Which of the following is a boot sector virus (a) Sunday (b) Backdoor	(c) Stone virus	(4)	Michelangelo				
3.		(C) Stone virus	(u)	Michelangelo				
٥.	(a) Sunday (b) Backdoor	(c) Stone virus	(d)	Michelangelo				
4.	Which of the following is a polymorphic viru	• •	(4)	Michelangelo				
	(a) Sunday (b) Marburg	(c) Stone virus	(d)	Michelangelo				
5.	Which of the following is a network virus?	. ,	` ,	3				
	(a) SQL Scanner (b) Elkern	(c) Stone virus	(d)	Michelangelo				
Δn	swer the following questions.			-				
1.	What is Sweeper?							
	Write a note on Trojan Horse.							
	What are the symptoms of a virus?							

A. 1	. cc	omp	uter	virus	
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2. polymorphic virus

3. directory virus

4. Antivirus

5. hardware, software

B. 1. True

2. True

3. False

4. True

5. False

C. 1. (e)

2. (d)

3. (a)

4. (b)

5. (c)

D. 1. (a)

2. (c)

3. (d)

4. (b)

5. (a)

- E. 1. Sweeper is a virus that looks like an antivirus program. This tricks the user into downloading it. The virus then installs malicious code on the computer by making use of Google services. The makers of Sweeper created this program as a way to blackmail computer users into disclosing their credit card information. Once installed, it creates fake malware files on the computer, which get started when the user logs into the system. It manages the browsing activity of the user. When it is run, the virus finishes its fake system scan and reports about fake viruses. The user should follow the steps properly to remove this malicious code.
 - 2. The name Trojan horse is derived from the wooden horse that was used by the Greek army to conquer the city of Troy. Trojan horse is a computer program that tricks the user by acting as an original file. This virus does not replicate itself and is designed to perform targeted activities. When the user opens the file, the virus starts the program automatically and begins to infect the system. It tends to act discretely and creates backdoors in your security to let other malware in. A Trojan horse does not replicate, but it does a lot of damage to your computer every time you open and run it, like changing the desktop by adding desktop icons of its own.
 - 3. Following are the symptoms that indicate that a computer is infected by a virus.
 - Computer's hard disk is filled up by the virus as the virus copies itself endless times.
 - Computer shuts down and restarts automatically.
 - Speed of the computer is reduced.
 - Unexpected error message pop-ups are displayed.
 - · Certain files, folders or drives become inaccessible.
 - Computer starts doing many things on its own like moving the cursor, and opening and closing of certain files.
 - 4. Some of the ways in which a computer gets infected with a virus are as follows.
 - By using infected CDs or pen drives
 - Through e-mail attachments
 - Through files download from the Internet
 - Starting an infected application as it infects other running applications
 - 5. A virus can affect the computer in the following ways.
 - It can irritate the computer users.
 - It fills up the disk space of a computer by copying itself endless times.
 - It can modify or corrupt important files.
 - It can infect data files stored in a computer.
 - It can infect the executable program files like Microsoft Word and operating system.

Chapter 4: Ethics and Safety Measures in Computing

A.	Fill in the blanks.							
	1. The Internet is also called a global							
	2.	Ah	elps	to access the de	sired	information from the	ne Int	ernet.
	3.	The is the	best	medium to con	nmui	nicate with people li	iving	at far off places.
	4.	refers to	buyi	ng and selling o	f var	ious products online	e.	
	5.	E-mail is the fastest and	che	apest means of ₋		·		
B.	Sta	te whether the followin	g sta	ntements are Tru	ıe or	False.		
	1.	Search engine makes se	earch	ing an easy task				
	2.	The Internet provides conferencing.	servi	ces like e-mails,	, cha	t programs, instant	mes	saging and video-
	3.	The Internet cannot be	usec	l to book air, rail	way a	and bus tickets.		
	4.	Most of the service prov	/ider	s offer e-mail ac	coun	it for a cost.		
	5.	Spams are wanted mail	s tha	t are received in	bulk	from known source	es.	
C.	Ma	tch the columns.						
		Column A				Column B		
	1.	E-mail			(a)	Name or symbol th	at a c	ompany uses
	2.	Spams			(b)	Network security sy	/stem	
	3.	Software piracy			(c)	www.rediff mail.com	m	
	4.	Trademark			(d)	Illegal copying of so	oftwa	re for sale
	5.	Firewall			(e)	Unwanted mails		
D.	Cho	oose the correct answer						
	1.	Which of the following own?	refer	s to the use of a	noth	er person's ideas an	d pre	tend that it is your
		(a) Plagiarism	(b)	Spamming	(c)	Copyright	(d)	Hacking
	2.	Which of the following or scared, usually again			nunic	cation tools to make	a per	son feel angry, sad
		(a) Bullying	(b)	Spamming	(c)	Cyberbullying	(d)	Hacking
3. Which of the following is a cybercrime where an e-mail is sent to a person misguid her to believe that it is from a trusted organisation?							n misguiding him/	
		(a) Plagiarism	(b)	Phishing	(c)	Cyberbullying	(d)	Hacking
	4.	Which of the following	are u	nwanted mails t	that a	are received in bulk	from	unknown sources?
		(a) Phishing	(b)	Spam	(c)	Cyberbullying	(d)	Hacking
E.	An	swer the following ques	tion	s.				
	1.	What are ethics? List a f	ew c	omputer ethics.				
	2.	Name a few unethical p	racti	ces.				
	3.	What are the guidelines	to p	revent plagiaris	m?			
	4 What are the safety measure one should follow while using computer and Internet?							

5. What is a digital footprint? What are the types of digital footprint?

- A. 1. network of computers
 - 2. search engine
 - 3. Internet
 - 4. E-commerce
 - 5. communication

B.	1. True	2. True	3. False	4. False	5. False
C.	1. (c)	2. (e)	3. (d)	4. (a)	5. (b)
D.	1. (a)	2. (c)	3. (b)	4. (b)	

- **E.** 1. Standard of moral conduct that governs the behaviour of an individual is called ethics. Ethics are required to maintain the system security. Unethical acts are not always illegal, but they cause harm to the security. Some of the computer ethics that should be followed by the users are stated here.
 - Do not spy on other person's computer.
 - Do not use others' computers without their consent.
 - Avoid using pirated software. Always pay for software unless it is freely available.
 - Be respectful to others while communicating with them on the Internet.
 - Do not steal anyone's information. If you are using someone else's information, do not forget to acknowledge them.
 - Do not contribute in spreading wrong information.
 - 2. A few unethical practices are as follows.
 - Plagiarism refers to the use of another person's ideas or a part of their copyright work and pretend that it is your own.
 - Cyberbullying is the use of digital communication tools (such as the Internet) to make other person feel angry, sad or scared, usually again and again.
 - Phishing is a cybercrime where an e-mail is sent to a person misguiding him/her to believe that it is from a trusted organisation.
 - Spams are unwanted mails that are received in bulk from unknown sources.
 - 3. Following are the guidelines to prevent plagiarism.
 - The easiest way to prevent plagiarism is 'citation'. The word citation means to acknowledge the original writer from where the content is being taken.
 - If someone's copyrighted material is being taken, then try to edit it as much as possible.
 - Use quotation marks around the quoted words to prevent plagiarism.
 - Taking content from the original source gives more strength to your material, but still try to bring out the originality.
 - 4. Let's learn about some safety measures while using computer and Internet.
 - Make sure that the information provided by you is true in every aspect. However, do not share your personal information like your address and telephone number without your parents' permission.

- Always be yourself while doing any kind of online activity. Do not fake in anyway. Avoid using fake e-mail IDs.
- Never agree to meet an online friend alone. If you have to meet a person, take an adult with you and arrange a meeting at a public place like a park or mall.
- Never open e-mails from unknown people or addresses. They may contain computer viruses that can cause your computer to malfunction and you may lose valuable data.
- Remember that not all information available on the Internet is correct. So, cross-check it with multiple sources before using this information.
- Always make a regular backup of your data to avoid data loss.
- · Always keep the antivirus updated in your system.
- Make use of Firewall as a security system in your computer. A firewall actually establishes
 a barrier between a trusted internal network and untrusted external network, such as the
 Internet.
- Always keep a strong password with a combination of alphabet, numbers and symbols.
 Always keep your password confidential and keep changing it frequently.
- 5. A digital footprint is the information/impression about an person on the Internet due to his/ her online activity. It includes the websites you visit, e-mails you send and the information you submit to online services. Digital footprints are of two types: active digital footprint and passive digital footprint.
 - Active Digital Footprint: It includes data that you intentionally submit online. Sending an
 e-mail leads to active digital footprint, since the data can be seen or saved by another
 person. The more e-mails you send, the more your digital footprint grows.
 - Passive Digital Footprint: It refers to the data left by the user online unintentionally. For
 example, when you visit a website, the web server logs your IP address, which identifies
 your Internet service provider and your location. A more personal aspect of your passive
 digital footprint is your search history, which is saved by the search engines while you are
 logged in.